

Drawn to Life™

Your hero. Your Adventure.
Help save a dying village from a shadow-like evil and
rebuild it back to greatness by creating a Hero!
You can draw anything imaginable! Draw and customise
heroes, weapons, tools, animals, plants, and almost
anything in the game! Swap and share your drawings
with friends. Play as your creations and watch them
come to life!



COMING SOON!

NINTENDO DS. THQ

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NINTENDO DS™

nintendo
Wi-Fi
connection

WORMS™ 2 OPEN WARFARE 2

NTR-AW2P-UKV



INSTRUCTION BOOKLET

THQ

EmuMovies

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This Game Card will work only with the Nintendo DS system.



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WIRELESS DS SINGLE-CARD DOWNLOAD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



NINTENDO WI-FI CONNECTION
THIS GAME IS DESIGNED TO USE NINTENDO WI-FI CONNECTION.



2-4

WIRELESS DS MULTI-CARD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES WITH EACH NINTENDO-DS SYSTEM CONTAINING A SEPARATE GAME CARD.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo-DS, Game Card, Game Pak, or accessory. The booklet contains important health and safety information. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.

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OVERVIEW

Worms™: Open Warfare 2 is a turn-based strategy game, where teams battle it out over randomly generated landscapes from across the ages.

Each team takes it in turn to pick off the opposing worm teams, using crazy weapons, crafty tactics and whatever else they can lay their hands on along they way.

Worms die when they lose all of their health or if they drown. The last team standing when the dust settles is the winner.

Watch out for new features when battling, such as Electro Magnets, Sentry Guns and even special unique events for all themes.



If you wish to reset your copy of Worms™: Open Warfare 2 at any time, please do the following: Power up your Nintendo DS™ and start the game, keeping A, B, X, Y, L, R Buttons, START and SELECT all pressed during the opening sequence of screens. If done correctly, you will see the initial Welcome screen. Important! Resetting the game will delete all existing save data.



PLAYING THE GAME



- › L & R Buttons: Camera (hold and press +Control Pad to scroll camera)
- › Y Button: Open Weapons Panel.
- › X Button: Fuse setting / Strike Direction / Magnet Setting
- › A Button: Fire/Power (held)
- › B Button: Jump/Backflip
- › START: Pause game
- › SELECT: Toggle mini map on/off
- › +Control Pad: (Up & Down) Adjust Trajectory
- › +Control Pad: (Left & Right) Move worm

Nintendo DS Stylus: The stylus allows selection of weapons and utilities quickly from the weapon select panel. The Touch Screen may be used to control weapons, for example where use of a cursor is required, such as the Airstrike.

ON SCREEN INFORMATION

Team health bars 

Commentary panel

Power bar

Wind



Turn time

Round time

MENU SYSTEM

Navigate the menus using the +Control Pad to move the highlighter, A Button to select and B Button to go back. Alternatively use the stylus and Touch the menu item required.

QUICK GAME

Enables you to start a 1 player game against a computer controlled AI team using a default scheme setting.

CUSTOM GAME

This menu allows you to create traditional multiplayer games. Multiplayer games can consist of 2-4 teams, any of which can be a computer controlled team with different difficulty settings. A scheme can also be chosen which determines weapons sets and game settings; such as the amount of turn time, etc.

Multiplayer games (including Nintendo Wi-Fi Connection games) allow you to play new game modes such as Forts and Race.

Fort mode is a game type where players can select a Fort of their choice, onto which their worms are placed. The chosen Forts appear on each side of the landscape. It is only possible for two Forts to be used in this game type, so an alliance will need to be formed if more than two teams join in. The winner of a Fort mode game is the last team (or allied teams) standing.

The Race game is exactly what it sounds like; a race. Players' worms will be placed on a landscape in which the objective is to reach an exit point placed on the map. The player to get their worm to the exit point in the fastest time by jumping, roping or even flying, will be the winner. Up to four players can take part in a Race game.

LANDSCAPE GENERATION

When at least two teams have been selected and a game started, you can choose a landscape to play on. Here you can select the theme, the shape of the landscape, enter your own landscape select landscapes unlocked from the Shop, load a landscape or save the current landscape. When you've created your landscape, select DONE to begin.

Note: Whenever a random landscape is generated, a unique seed number is created. By noting this number down and re-entering it at a later date, you are able to generate the exact same landscape again.

SINGLE-PLAYER

Here you can play the single player modes: Puzzle, Campaign, Laboratory and Training.

PUZZLE

This option allows you to play through the Puzzle mode. You can select the current puzzle (and all previously unlocked puzzles), select a team and start the game. The objective may be to kill all enemy worms, collect crates, or reach an exit. With Puzzles it's all about brains, not brawn!

CAMPAIGN

This option allows you to play through the Campaign mode. In this mode you will be charged with tackling teams of enemy worms in scenarios from different ages of warfare. You can select the current mission (and all previously unlocked missions), select a team and start the game. The objective will always be to kill all enemy worms.

LABORATORY

Laboratory games showcase a set of 'Worms' themed mini-games that utilize the unique features of the DS to provide you with another set of challenges. **Test** your skills in Blow, Blast and Draw.

TRAINING

This menu allows you to select between three Tutorials or a Firing Range, select a team and start the game. Go here if you want to hone your skills and test your strategies.

DS WIRELESS COMMUNICATIONS

This menu gives you the option to play Single-Card, Multi-Card or Nintendo Wi-Fi Connection multiplayer games using DS Wireless Communications.

SINGLE-CARD PLAY

This option enables you to play a limited multiplayer **Deathmatch** game with one other player who has a Nintendo DS system, using just one **Worms™: Open Warfare 2** Game Card. Select Single-Card Play from the menu to start searching for another player. The other player must use the DS Download Play option on their Nintendo DS to search for your game. Once the game has downloaded to the other person, the Deathmatch will automatically begin.

MULTI-CARD PLAY

This option enables you to play all multiplayer game modes against up to three other players using the wireless connectivity of the Nintendo DS system. Each player must have a Nintendo DS system and a **Worms™: Open Warfare 2** Game Card to join in Multi-Card Play games. **One** person must Host the game. The Host chooses the Scheme, Theme and Landscape that the game will be played on. All other players must select to Join a game. A list of available games will be displayed on the joining players' screens: choose the game you want to **connect** to and wait while the Host finishes setting up the game. Once the Host is ready, they can start the match. All other players will join the Host in game.

NINTENDO WII-FI CONNECTION

With this option you can choose to play games against other players over Nintendo WFC, access the Nintendo WFC setup menu, edit the Profile you wish to use in Nintendo WFC games, view your own friend code, or add the friend codes of your friends to your friend roster.

FRIENDS AND RIVALS

Once you are connected to Nintendo WFC, you can choose to play games against Friends or Rivals that are listed in your friends and rivals rosters. Rivals are people that you've played against in Random or Ranked games who you have selected to add to your rivals roster. Friends are people that you have added to your friends roster prior to connecting to Nintendo WFC. Friend code information cannot be transferred as a result of connecting to Nintendo WFC, or as a result of adding someone as a Rival. You can view your friends and rivals rosters at any time when connected to Nintendo WFC by selecting the Friends & Rivals option. You can also remove friends and rivals from this menu, if you wish to. Friends games are the only games over Nintendo WFC where you can use custom teams, flags and maps. In order to ensure the fairest experience for all strangers playing Worms™: Open Warfare 2 together, all other Nintendo WFC game modes use default settings.

RANDOM MATCH

If you do not have any players listed in your friend or rival rosters, or if none of your friends or rivals is currently available to play against, you can find other people to play by selecting a Random Match. In a Random Match you can choose to play Deathmatch, Race and Fort games against 1-3 other people from all over the world or in your region. The

game will try to auto-match you with other players looking for a game. Once other players have been found, everyone has the chance to vote on the Scheme, Theme and Landscape type that the game will be played on. Once all players have voted, the game will automatically begin. When a Random Match has concluded, you can, if you wish, select the names of your opponents and add them to your rivals roster.

RANKED MATCH

Ranked matches are for the serious Worms player! Selecting this option will pit you against other players either across the world or in your region, based on your current rank and skill level. You can choose whether you want to play Deathmatch, Race or Forts ranked matches. Once you have made your choice, the game will try to auto-match you against one other player. To ensure that no player has an unfair advantage, the Landscape and Scheme (including the number of rounds) are always randomly selected for ranked games. At the end of a ranked game, each player will have their current rank information displayed.

LEADERBOARDS

To find out how much progress you are making in Ranked games, take a look at the Worms™: Open Warfare 2 Leaderboards. From the leaderboards you can find out how well you, your Friends and any Rivals are doing in all of the Ranked game modes, as well as find out some fun statistics, such as the number of worms you have had killed, who is the most boring player, etc. Leaderboards are constantly updated, so make sure you check in often to see how you and your Friends are doing!

CUSTOMISE

The customise menu allows you to Manage Teams and Schemes, or customize Flags and Landscapes.

MANAGE TEAMS

Manage Teams allows you to change team settings, from how the worms look to how they sound.

There are ten pre-set teams you can edit from this menu. You have the option of editing the team setup, the team appearance, or renaming the teams and worms. Use the L & R Buttons to cycle through the tabs, or Touch icons with the stylus.

Once you've edited a team, use the Save and Exit option to return to the previous menu.

MANAGE SCHEMES

Schemes are basically a set of game rules, all of which can be customised so that you can create a game of your choice. Manage Schemes allows you to change settings for any of the ten pre-set Schemes in the game, from how long a turn lasts to how many bazookas the worms start with.

After choosing to edit a Scheme, you have the option of editing the Game Options, Landscape Options, Random Objects and Weapons. Use the L & R Buttons to cycle through the tabs, or Touch the icons with the stylus.

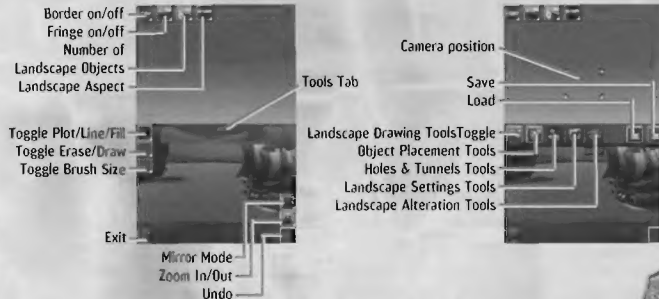
Once you've edited a Scheme, use the Save and Exit option to return to the previous menu.

LANDSCAPE EDITOR

The landscape editor allows players to create their own landscapes on which to play. The 'tab' at the top of the Touch Screen can be Touched with the stylus to show or hide the menu. The Undo button is in the lower right corner of the Touch Screen; Touch this with the stylus to undo the last draw action. The exit button is located in the lower left corner of the Touch Screen; Touch this with the stylus to return to the Customise menu.

You can scroll around the landscape you are creating by using the same controls you use to scroll around a landscape during a game. When the view on the Touch Screen has been zoomed in, the top screen will show a zoomed out view of the entire landscape.

Note: All tools and actions in the Landscape editor are controlled from the Touch Screen. Use the stylus to draw, delete and save your creations.



FLAG EDITOR

The flag editor allows you to create your own flag designs.

Note: All tools and actions in the Flag Editor are controlled from the Touch Screen. Use the stylus to draw, edit, delete and save your flags.



SHOP

The Shop allows you to unlock extra features by spending your credits. Credits are earned by completing missions in the Single Player game modes.

After entering the Shop, you have four sections to buy unlockable items from: Weapons, Missions, Customisation and Landscapes. Use the R and L Buttons cycle through the tabs. The items available to unlock are displayed in a list, including the price of the item and whether or not the item has already been purchased.

OPTIONS

The Medal Cabinet, Movies, Audio, Help, Introduction Wizard, Send Demo, Erase Saved Data and Game Credits options can all be accessed and viewed here. If you get stuck or you want to find out more information about the game, be sure to check the Help menu. Medals will be added to your Medal Cabinet every time you achieve certain game play milestones. Check it to find out what they are! The Send Demo option will enable you to transfer a limited Single Player demo of the game to another Nintendo DS system. If you feel like starting the game over again, select the Erase Saved Data option, but take care; this option will delete all teams, flags and landscapes you've created, all of your Single Player mode progress, and your Nintendo WFC profile too!

KNOW YOUR WEAPON

WEAPONS PANEL

The weapons panel allows you to choose a weapon for the active worm to use. Press the Y Button to display the weapon panel and use the +Control Pad to highlight the weapon required, then press the A Button to select it. The amount of ammo and the delay (how long before the weapon becomes available for use) are displayed at the top of the weapons panel.

Note: you can also open the weapons panel by sliding the stylus upwards on the Touch Screen.

POWER BAR / TRAJECTORY CROSSHAIR

Once a weapon is selected, press Up or Down on the +Control Pad to aim the crosshair, then press the A Button to fire. With powered weapons such as the Bazooka and Grenade, the longer you hold down the A Button, the further the shot will travel.

BAZOOKA

A versatile weapon affected by wind. It explodes on contact. 50 damage max

HOMING MISSILE

This missile zeros in on the target area set by the player before firing. 45 damage max

BOOMERANG

Throw the weapon then press the A Button again to attempt to retrieve it. It does no damage; it pushes instead. Also collects any crate that it comes into contact with.

CLUSTER BOMB

Just like the Grenade but releases bomblets when it explodes. 30 per bomblet (5 bomblets max)

BANANA BOMB

Besides the fruit of doom exploding with intensity, it also showers the area with banana bomblets. 75 per bomblet (5 bomblets max)

ELECTRO MAGNET

Electro Magnets have two states; they can be set to attract or repel metallic projectile weapons. Use the X Button to select its state.

DYNAMITE

Great for eliminating groups of worms. Make sure you can get away after dropping it! 65 damage max

GRENADE

Not affected by wind but has a fuse that can be adjusted by pressing the X Button. 50 damage max

HOLY HAND GRENADE

This sacred weapon explodes only when it comes to rest. 75 damage max

SENTRY GUN

After placing the Sentry Gun, it will attempt to shoot any enemy worms that stray within its range. 50 damage max

MINE

Proximity mines that detonate if a worm stands too close and triggers the fuse. 45 damage max

PROD

Very Cheeky! Use to prod worms into mines or into the water. (No damage, just push!)



SHEEP

Once dropped, the Sheep will stubbornly head in the direction released. He'll even try to jump over obstacles until getting bored, at which point it'll turn around or detonate.

You can manually detonate him yourself by pressing the A Button a second time.
65 damage max



SUPER SHEEP

The amazing flying Super Sheep! Release like a regular Sheep, then press the A Button again to launch it into the air. Use the +Control Pad to control the Super Sheep once launched, then crash him into the ground to detonate him. Pressing the A Button while in the air will take away his flying powers.

65 damage max



BUFFALO OF LIES

Once released, any object or worm that gets in the way will cause an explosion. The Buffalo of Lies then bounces back a little and tries to continue on its way once more. (After hitting six times it gives up and detonates).

25 damage per hit



BLOWTORCH

The Blowtorch is ideal for digging yourself in for a long fight. It can have its direction adjusted while in use. You can also stop digging at any time by pressing the A Button again.

50 damage max



FIREPUNCH

Using the Firepunch knocks your victim up in the air, with some damage to boot.
30 damage max

DRAGON BALL

The Dragonball blasts your enemy a short distance. Useful for knocking them into mines.

30 damage max



KAMIKAZE

There is honor in death. The Kamikaze sends your worm shooting in a straight line through the landscape and towards its target, damaging everything in its path.

30 damage max



PNEUMATIC DRILL

Drills directly downwards until it runs out of power, or until you press the A Button again. Great for leaps of faith.
50 damage max



PARACHUTE

Press the A Button to open the Parachute. Make sure you take notice of which way the wind is blowing first!



TELEPORT

Select a location using the +Control Pad and then press the A Button to teleport your worm to the selected location.



UZI

Sprays the target with bullets. Your aim can be adjusted while you fire by pressing Up and Down on the +Control Pad.
50 damage max

GIRDER

Places a Girder on the landscape.

The girder can be positioned with the +Control Pad, rotated with the X Button and fixed into position by pressing the A Button.



JETPACK



Use the +Control Pad to control vertical and rear thrusters as your worm takes to the skies. Pressing the A Button mid-flight will disengage thrusters. Use weapons from the air: press the B Button to activate.

SHOTGUN

Perhaps the best thing about the shotgun is that you get two shots and can adjust your aim in-between. Don't forget!

25 max per shot



NINJA ROPE

Press the A Button to launch the Ninja Rope and use Left and Right on the +Control Pad to swing on the rope. Use Up and Down on the +Control Pad to shorten and lengthen the rope and press the A Button again to disconnect your worm. In mid-swing you can also reattach the Ninja Rope by pressing the A Button again.





AIRSTRIKE

Move the target crosshair using the +Control Pad, then press the A Button to mark the spot where the strike is desired. If you wish to abandon the strike without launching it, simply select another weapon from the weapons panel. You can also change the direction of the strike by pressing the X Button.

70 damage max

BUNKERBUSTER

The Bunker Buster is a strike weapon. Use the +Control Pad to mark the strike target and press the A Button to call the strike. The missile drops directly downwards in a straight line, wiping out any landscape it comes in contact with before exploding. Great for digging out Darksiders.

20 max damage



CONCRETE DONKEY

Select the target area using the +Control Pad, stand well back and then press the A Button to call in the Concrete Donkey.

80 damage per hit



LIGHTNING STRIKE

The Lightning Strike is activated like an Airstrike. It can be used to resurrect dead worms from their gravestones and can give live worms a shocking 30 health back. It also changes the allegiance of Sentry Guns and can be used to recharge Electro Magnets. Restores 30 health points



SKIP GO

Pressing the A Button causes your worm to skip its go.



SURRENDER

When everything seems lost and there's no point in going on, use this to end it all. Select it from the weapons panel, then press the A Button to wave the white flag.



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The PEGI age rating system:

Age Rating categories:

Les catégories
de tranche d'âge:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!



Content Descriptors:

Description du contenu:

For further information about the Pan European Game Information
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